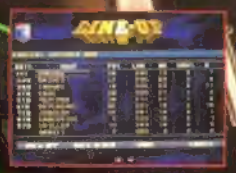
LOOK FOR

FRANK THOMAS BIG HURT BASEBALL



STATS

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

Acclaim entertainment, ltd.

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NFL QUARTERBACK CLUB 96

INSTRUCTION BOOKLET

KIDS TO ADULTS AGES 6+

PLAYERS

NFL

QUARTERBACK CLUB

Acclaim entertainment, ltd.

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:

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NFL™ QUARTERBACK CLUB™ '96

The top talents in pro football are back with the very best in pigskin pandemonium. It's a whole new game as NFL™ Quarterback Club™ '96 takes a giant step into the future of football gaming with all new stats, expansion teams, bold new plays and mind blowing modes like Practice and Custom Simulation! Build your own powerhouse team and watch the competition crumble! Did someone say dynasty? All the tools and toys are here, all the players, 30 teams, over 400 plays, meaningful stats! Your friends say their game is great? They're still in last year's huddle! NFL™ Quarterback Club™ '96 ends the discussion with a concussion! You're taped up, the pads are in place, the cleats are on. Hit the field!

BEFORE THE SNAP...

LOADING

1. Make sure the power switch is OFF.
2. Insert the NFL™ QUARTERBACK CLUB™ '96 Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a game with up to five players, plug in a Super Multitap™ (sold separately) at this time as described in its instruction manual.

NOTE: NFL™ QUARTERBACK CLUB™ '96 supports the Super Multitap™ only. Other multi-player adapters will not work with this game.

3. Turn the power switch ON.

When the NFL™ QUARTERBACK CLUB™ '96 title screen appears, you will then be able to choose your game mode and set Pre-Game Options. Press the START BUTTON to see the game mode screen.

A NOTE ABOUT NFL™ QUARTERBACK CLUB™ '96 SCREENS:

Most screens include an On Screen Help feature to guide you through the game.

As a rule, press UP or DOWN on the CONTROL PAD to highlight a desired option, and LEFT or RIGHT on the CONTROL PAD to select the desired setting. Once you have set an option, continue to the next until all are set to your satisfaction. Pressing the SELECT button will

return you to a previous screen. Pressing the START BUTTON will advance you to the next appropriate screen or bring you directly into play, depending on circumstances. Pressing the B BUTTON will select an option.

GAME MODES

NFL™ Quarterback Club™ '96 offers 3 concussive ways to play: Practice Mode (page 9), NFL™ Play (page 12) and Simulation (page 21). Refer to the pages above for detailed information on each mode. Press UP or DOWN on the CONTROL PAD to highlight a game mode, then press the START or B BUTTON to set mode options.

CALLING PLAYS

NFL™ Quarterback Club™ '96 features over 400 plays, including a unique running and passing play for each team! To call a play, first select your team's formation by pressing LEFT or RIGHT on the CONTROL PAD, then the Y, B or A BUTTON when the desired formation is in the appropriate box. Next, select your yardage situation (Short, Medium, Long, or Bomb) in the same manner. Press LEFT or RIGHT on the CONTROL PAD to scroll through the plays available for your formation and yardage settings, then press the button (Y, B or A) associated with the desired play. In a 1 player game, the computer controls your opposing team's play calling. Note that kickoff situations do not have yardage settings. Once you've selected your play, you can choose to Flip the Play (reversing the formation and direction of the play) Start Play, No Huddle, or Flip Play/No Huddle. Choosing No Huddle will take you right back to the line of scrimmage following the play. Play begins when the quarterback snaps the ball.

OFFENSE AND DEFENSE CONTROLS

GENERAL OFFENSE	CONTROL
MOVE CONTROL TO PLAYER WITH BALL	B BUTTON
MOVE CONTROLLED PLAYER AROUND FIELD	CONTROL PAD
QUARTERBACK BEFORE THE SNAP	
CONTROL A DIFFERENT PLAYER	UP ON THE CONTRL PAD
BRING UP AUDIBLE	A BUTTON
SELECT STANDARD AUDIBLE	Y, B OR A BUTTON
NOTE: An audible will cancel after 2 seconds if no button is pushed	
PUT TIGHT END IN MOTION (ON SOME RUNNING AND PASSING PLAYS)	LEFT/ RIGHT CONTROL PAD
FAKE HIKE	Y BUTTON
HIKE THE BALL	B BUTTON
NON-QUARTERBACK PLAYER BEFORE THE SNAP	
SELECT PLAYER	LEFT/ RIGHT TRIGGERS
QUARTERBACK AFTER THE SNAP	
BRING UP PASS TAGS	A BUTTON
THROW TO INTENDED RECEIVER	Y, B OR A BUTTON
PUMP FAKE	QUICKLY PRESS Y, B OR A TWICE
THROW BALL AWAY	QUICKLY PRESS Y, B OR A TWICE (HOLD THE 2ND PRESS)

GENERAL OFFENSE	CONTROL
PLAYER IN POSSESSION OF BALL	
Run with an extra burst of speed	X BUTTON
Spin once	HOLD B BUTTON
"Juke"	TAP B BUTTON
Dive	Y BUTTON
Stiff Arm	A BUTTON
RECEIVER TRYING TO CATCH BALL	
Call for the Ball	A BUTTON
Standing catch	A BUTTON
Dive for Ball	CONTROL PAD IN DIRECTION OF BALL + Y BUTTON
Jumping Catch	CONTROL PAD IN DIRECTION OF BALL + A BUTTON
KICKOFFS, FIELD GOALS AND PUNTS	
Hike the ball and start the kick meter	B BUTTON
Kick the Ball	B BUTTON
Control the Angle of the Kick until the Kick Meter is Locked in Place	LEFT/ RIGHT CONTROL PAD

BASIC DEFENSE	CONTROL
BEFORE THE SNAP	
Select a different player to control	Left/ Right Triggers
Call up defensive audibles	A BUTTON
Select standard defensive audibles	Y, B or A BUTTON
NOTE: An audible will cancel when the X BUTTON is pushed, or after 2 seconds if no button is pushed	
AFTER THE SNAP	
Gain control of player closest to ball	B BUTTON
Run with an additional burst of speed	X BUTTON
Dive	CONTROL PAD in direction + Y BUTTON
WHILE BALL IS IN THE AIR	
Call for the ball	A BUTTON
Standing Catch	A BUTTON
Diving Catch	CONTROL PAD in direction of Ball + Y BUTTON
Jumping Catch or Block Kick/ Pass	CONTROL PAD in direction of Ball + A BUTTON

PLAYER ASSIGNMENT

Up to five players can enjoy NFL™ QUARTERBACK CLUB™ '96. Each player's controller is color coded to help you identify who controls which team or player. In a multi-player game, the player with the lowest controller number on each team is the default quarterback, while the rest of the players are assigned positions by the computer. Players can switch which player they control in all modes.

PRACTICE MODE

Practice Mode gives you the chance to hone your skills in actual game play situations. In practice mode, you bring a 10 man team onto the field for Offensive, Defensive or Special Teams practice. Bring in your favorite team and transform yourself into a virtual winning machine! You can even create your own team of custom players! Bring in a custom player and rev up his attributes by running him through skill-enhancing drills. Save a custom player's enhanced skills, then bring him into Preseason mode! You can practice tackling, receiving, kicking, passing—any situation your 10 team members may face.

Once you select Practice mode, you will see a screen featuring each player's controller, and to the right, the team you will bring into training. Each player in turn presses LEFT or RIGHT on the CONTROL PAD to scroll through the available teams until the desired team appears. Initially, there will be spots for 5 custom teams. Any custom team is available to any player, as are all 30 NFL™ teams. Highlight NO TRAINING if you don't wish to participate in training. Press the START BUTTON to select a team. If you've chosen a custom team, you will then see the Custom Team/ Player screens. Otherwise you will go straight to the practice category screen.

In a Team practice, player(s) choose which team to control in any of the many available practice scenarios, all of which can be repeated until mastered. You'll be using the actual NFL™ players on each team.

In a Custom practice, you can create up to 10 custom players. Perform successfully in a practice event to increase a custom player's attribute level. The difficulty at which you play determines the level of attribute increase, with Very Easy contributing some increase and Very Hard a substantial amount.

CREATING A CUSTOM PLAYER

Now you're ready to build a powerhouse team! This screen is where you create or modify your team of 10 custom players. The first player position to appear is the quarterback—hey, it's not called the NFL™ Quarterback Club™ for nothing! Press LEFT or RIGHT on the CONTROL PAD to scroll through player positions. Press UP or DOWN on the CONTROL PAD to highlight the various option boxes and the Y or B Button to cycle through each associated option. You can set which hand a player throws with, which foot he kicks with, his skin tone, number and uniform. Note that once a uniform is set, all team members will automatically share that color. View On Screen help for details on how to set your options.

If you choose not to create a player for one of the positions, the computer will supply a default player. Once you've set or modified your custom team options, the team is ready to bring into practice. Press the START button to get to the Category Screen.

THE PRACTICE CATEGORY SCREEN: OFFENSE, DEFENSE OR SPECIAL TEAMS

Practice mode is broken up into three broad practice categories, each with several option branches that open up still richer areas of practice options. Press the CONTROL PAD to highlight the desired practice category, then press the B BUTTON to select it and set the practice options specific to the chosen category. To

jump right into Offensive, Defensive or Special Teams practice at the default settings, press the START BUTTON. If Quit is highlighted, pressing START will bring you to the quit screen, from which you can view a Custom Progress Report detailing the attributes status of all your custom players.

CUSTOM PROGRESS REPORT

This is where you can view each custom player's old and new attributes to gauge his progress. Press LEFT or RIGHT on the CONTROL PAD to view each player. Once you've viewed all players, press the START BUTTON to return to the pause menu.

PRACTICE MODE PAUSE OPTIONS

To use pause options, press the START BUTTON when on the field. You can then choose from the following options. Press UP or DOWN on the CONTROL PAD to highlight an option, and the B BUTTON to select it. Press the START BUTTON again to return to practice.
INSTANT REPLAY See the last 30 seconds of action.
PRACTICE SET UP Change your Offensive, Defensive or Special Teams practice set up.
MAIN MENU Return to Main Menu screen to change setting.
VIEW PLAYER PROGRESS If you're using custom players, select this to see your Custom Progress Report.
QUIT/SAVE If you select Quit, you will see a final player progress report. Pressing the START BUTTON will bring you to the Save screen, where you can save up to five teams.

NFL™ PLAY gives you 8 exciting game mode options to chose from. Try 'em all 'til you fry 'em all!

PRESEASON

Use this mode to compete in preseason exhibition games. Import Custom teams from practice mode and watch them wreak havoc!
Once you've selected Preseason mode, you'll need to choose your team. See choosing Teams for details. If you wish to import a Custom Quarterback, you may do so by pressing the B BUTTON, which will bring you to the Quarterback Select screen. See Change Quarterback (page 17) for details, then follow the Game Time instructions.

SWITCH PLAYER ASSIGNMENT

The computer automatically assigns which player you will control, based on controller number. The lowest controller number on each team controls the quarterback. In all modes, before the snap, the offense can switch which position player you control by pressing the LEFT or RIGHT TRIGGER to scroll through your team's formation. The colored arrow of your controller will move to the various players. If the player controlling the quarterback switches control to another position (by pressing up on the CONTROL PAD), the computer will take over control of the quarterback, but the player who controlled the quarterback is still responsible for making the snap, regardless of his new position. Only the player who originally had control of the quarterback can regain it. If you're a receiver, press the A BUTTON to call for the ball.

NEW SEASON

Use this mode to begin a fresh season, and guide your team all the way to gridiron glory in the Super Bowl! In season mode, only your team (at left) can be selected; the computer controls your opponents throughout the season. After selecting your team, press the B BUTTON. You will then see a screen featuring your season schedule. Don't like the season schedule your team has this year? Press LEFT or RIGHT on the CONTROL PAD to change the year (and thus, the schedule). Play in a future season, right up to the year 9999!

SAVING A SEASON SCHEDULE

When you've viewed your schedule, press the B BUTTON. You will then see the Save screen, where you can save your place in up to five season schedule slots. If all five slots are full and you wish to save the current season, you must erase one of the existing seasons to do so. Highlight the slot you wish to save to. You will be asked if you wish to overwrite that season. Press the B BUTTON to do so. After a season game, save your place in the same way. Use the Resume Season feature to get back into the game at a later time.

SEASON STANDINGS

After each season game, a screen appears showing you the league standings. Press LEFT or RIGHT on the CONTROL PAD to switch between AFC and NFC standings. When you're through viewing standings, press the B BUTTON to see your season schedule, featuring your next opponent.

Once you've set your season schedule, press the START BUTTON. Set your player controller selection, set your game play choices, then rip into the schedule! See you in the Super Bowl!

RESUME SEASON

Use this mode to pick up seasonal play where you left off last time. Once this mode is selected, you will go to the Restore screen, where you can choose which of up to five stored seasons you wish to pick up. Once you've chosen the season you wish to resume, you can view both the Season Standings, complete with divisional win/loss records, and the saved Season Schedule.

ENTER PLAYOFFS

Use this mode to set up a play off bracket on the way to the Super Bowl. Skip right to the Playoffs, and try to earn the coveted championship! As in a New Season game, you select only the team you'll be controlling. Once you've set your team, press the B BUTTON to see the playoff tree. Can't stand it? Pick a different year. When you're satisfied, save your playoff tree, make your player control selections and other decisions, then it's up the play off ladder—to the top!

RESUME PLAYOFFS

Use this mode to pick up playoff action where you left off last time. You'll see the Restore screen you know and love. Then you'll have a chance to see your saved play off tree before setting your usual player select and game choices and getting back to the business of beating your rivals!

PRO BOWL

Use this mode to pit the best of the AFC against their league rivals in the NFC in an all-star Pro Bowl game! You will see a screen with AFC and NFC matchups. At the player select screen, move your controller under

the team you wish to be on. When the very best in the game meet to prove themselves, you'll be playing for pride! Can you beat the top talent in the opposing conference?

GAME OPTIONS

Use this mode to pre-set play mode options like Quarter Length, Weather, Difficulty and more!

CHOOSING TEAMS

NFL™ Quarterback Club™ '96 features all 30 NFL™ teams, including the new expansion clubs, the Carolina Panthers and the Jacksonville Jaguars. Once you've selected your game mode, choose which teams will be competing by pressing UP or DOWN on the CONTROL PAD to bring up each team helmet. Attribute rankings appear for each team and include passing, running, blocking, tackling, blitzing, coverage and special teams. You have several options when choosing a team. Choose whether a team will play as the Home or Away team by pressing LEFT or RIGHT on the CONTROL PAD. Home teams play in their actual stadiums.

You can go directly to player control selection by pressing the START BUTTON, or in Preseason, press the B BUTTON to import a quarterback to your team.

CHANGE QUARTERBACK SCREEN

In Preseason mode, NFL™ Quarterback Club™ '96 lets you substitute any NFL™ Quarterback Club™ member quarterback onto any team, or to bring in your custom quarterback and his custom teammates. Once this mode is selected, you will see each team helmet with the first string quarterback's name and attributes. Press UP or DOWN on the CONTROL PAD to scroll through the

available quarterbacks, including any custom QBs from Practice Mode. Press LEFT or RIGHT on the CONTROL PAD to toggle Quarterback Select between Home and Away team. Once you've made your selections, press the START BUTTON to choose player control selection.

PLAYER SELECT

It's time to choose which team you want to play on. You'll see both selected teams and each player's color coded controller on screen. Press LEFT or RIGHT on the CONTROL PAD to move your controller to the team you wish to play on. Up to five players can elect to play as teammates or to be on opposing teams. If any player does not make a selection, the computer will control that player. Note that play calling is determined by the two lowest controller numbers on a team, with the lowest number calling plays as the Offensive Captain, and the next lowest as the Defensive Captain.

PRE-GAME SHOW

Once everyone has chosen a team, press the START BUTTON. You will then hear from the announcers as they describe the match up.

COIN TOSS

The coin toss determines who will kickoff and who will receive. The visiting team calls the toss in the air. Press the CONTROL PAD to

move indicator between HEADS and TAILS. The results of the toss appear immediately. If you win the toss, you may elect to either kick off or receive by pressing the CONTROL PAD to highlight your choice and the B BUTTON to select it. If you lose the toss, you get to choose which goal you wish to defend by highlighting your choice with the CONTROL PAD, then pressing the B BUTTON to select it. After selecting, each team will choose the respective kick or return play they wish to run. To go directly to the game without benefit of a coin toss, press the START BUTTON. The game begins!

PAUSE OPTIONS

PAUSE OPTIONS SCREEN
At any time during game play, press the START BUTTON to halt game play and bring up the Pause Options Screen. This screen allows for plenty of game play and statistical options.

RESUME GAME Choose this option to pick up play where you left off.

TIME OUT This enables you to call a time out and stop the game clock. The time out will be charged to the team that called up the Pause Options screen.

SMOOTH CAM REPLAY This will allow you to review and analyze the previous play. Use the CONTROL PAD to move the camera's point of view to the ball, a specific player, or a particular area of the field. To watch the play in real time, press the A BUTTON. To watch the play in frame-by-frame slow-motion, press the B BUTTON. To rewind the

action and review the play again, press the X BUTTON. To shift the replay to an opposite-angle point of view, press either the LEFT or RIGHT trigger. Press the START BUTTON to return to the Pause Options screen.

DRIVE SUMMARY This provides you with details of the current drive, including how the team with the ball gained possession. Use the CONTROL PAD to scan the field where the action took place. The screen will also provide you with a statistical breakdown of that drive. Press the B BUTTON to return to the Pause Options screen.

GAME STATS This allows you to view a comprehensive compilation of statistics for the game up to that point. Use the UP and DOWN CONTROL PAD to scroll through the statistical listings, and LEFT or RIGHT to view different categories, such as offense, defense and special teams.

TEAM PLAYER STATISTICS This option allows you to see game stats for each player on your team. Use the CONTROL PAD to scroll through players and stats. Press the Y BUTTON to view an opponent's Team Player stats. Press the A BUTTON to view different position stats, such as quarterback, kicker, etc.

TEAM SEASON STATISTICS In season mode, this allows you to view a complete list of your team's progress, including wins, losses, scoring, and more!

SUBSTITUTE PLAYER
Choose this option to decide which player will be substituted for a player who's energy flags, decreasing his attribute levels. Energy levels decrease depending on a given player's involvement in a game. A player's current energy appears on this screen. Players are substituted according to the current on screen formation only. To scroll through the available

formations, press UP or DOWN on the CONTROL PAD. To select the player position you wish to substitute, press LEFT or RIGHT on the CONTROL PAD. Press the B BUTTON to select a different player for that position/ formation. Press the A BUTTON to reset all formations to default players. If you'd like to substitute a player into all formations, press the Y BUTTON. Once all substitutions have been made, press the START BUTTON to return to the Pause Options screen.

SUBSTITUTION TYPE Choose between Manual and Auto Substitution methods. If you choose Auto Substitution, the computer will automatically replace a player at 80% energy with the next best position player. If you select Manual substitution, players remain in the game (no matter how much energy they've lost) until you choose to bring them out.

SET AUDIBLES This allows you to access your playbook and assign specific plays to the A, B, and Y BUTTONS for audible use. Use the LEFT and RIGHT CONTROL PAD to scroll through the plays, then press the A, B, or Y BUTTONS when the specific play you want assigned to that button is in the box labeled with that button's letter. Press the SELECT BUTTON to move the highlight between Offensive and Defensive plays. Press the START BUTTON to return to the Pause Options screen.

AUDIBLE TYPE Choose between Normal and Hyper Audibles. Normal setting will allow you to call Audible plays in the usual fashion. Select Hyper Audibles to use the special Hyper Audible codes, included with your game. These will allow you to call a wide variety of plays on the fly as audibles without having to preselect them!

PLAYER ENERGY Choose to have player's energy realistically depleted during game play by choosing

Realistic, or have them retain 100% energy by choosing Maximum.

PLAYER SELECT This option allows new players to join a team or current ones to leave off play or change teams.

TACKLE MODE Choose between Normal and Power Shuck tackle modes. When Power Shuck is selected, rapidly pressing the B BUTTON allows an offensive player to break tackles, and a defensive player to increase his chances of making a tackle by dragging a player down.

GAME OPTIONS Choose this to set Game Options like turning Penalties off and on, Weather, Stadium options, Quarter length and Difficulty.

NO HUDDLE This allows the player to set a "no huddle" situation on offense for the purpose of speedy game play or hurry-up and two-minute drill situations. If the no huddle option is set, no playbook options will appear, and players will call plays from their selected, default or Hyper audibles. When you choose this option, the computer will ask you if you are sure. Use the LEFT and RIGHT CONTROL PAD to highlight either "yes" or "no," then press the B BUTTON. Once a No Huddle offense is set, it remains in effect until you select a Huddle setting.

RESTART GAME This allows you to cancel all game play up to this point and return to the Player Select screen to choose which of the two teams you wish to control. The teams and options remain as you set them previously. You now begin the game fresh from the opening kickoff. [NOTE: All statistics for the game up to that point will be eliminated.] The computer will ask you if you are sure. Use the UP and DOWN on the CONTROL PAD to highlight either "yes" or "no," then press the B BUTTON.

CAMERA VIEW Choose the point of view you wish to see the game from. Choices include Auto View, Shoulder View and Blimp View.
CLOCK SPEED Choose to have the clock run at Normal or Accelerated or Turbo speed.
QUIT GAME Time to hit the showers, boys! Return to the Main Menu by selecting this option.

SIMULATION

Simulation mode brings you action right out of the history books or your own imagination as you face some of the tensest turning points in football history, including playoff and regular season games that call for supreme skills and grace under pressure. Play in the pre-simulated future game situations, or create your own unique game situations, then pull off the impossible win!

CUSTOM OR HISTORIC SIMULATIONS

Press the CONTROL PAD to highlight either Historic or Custom simulation options.
HISTORIC SIMULATIONS recreate some of the greatest moments in football history, with 50 different situations to choose from! Plus, once you get a certain number of Historic Simulation wins under your belt, you'll earn a special bonus that will let you change game play in strange ways! Select your simulation and go right into action by pressing the B BUTTON!
Once you've chosen CUSTOM SIMULATION, you'll see the Custom Simulation screen, where you can set a wide variety of options to create your own thrilling simulations. You can save up to 5 simulations for future play! To begin creating your Custom Simulation, first select which teams will play as the Home and Away teams. You can then set the number of time outs each has, their respective scores and field position. Set the down, the number of yards to go, the quarter and time remaining in the quarter, who has possession, and the weather conditions. Sound like a lot? You never had it so hot! Press the Y BUTTON to access Save and Restore functions and LEFT or RIGHT on the CONTROL PAD to toggle between them. Press the B BUTTON to implement the highlighted function.

PLAY BOOK

PLAY PLAQUES

Each play in NFL™ Quarterback Club™ is diagrammed on a play plaque. To help you understand the diagrams, a brief legend appears below.

ON OFFENSIVE PLAQUES:

A CIRCLE denotes a player. The circle represents where the player is positioned at the start of a play.

A YELLOW LINE indicates pass routes.

A SOLID CIRCLE denotes the player who will actually end up running or passing the ball.

A LINE denotes the direction/ position the player should move in/ to.

A DOTTED LINE denotes a Pitch or Hand off.

A LINE CROSSED WITH A T junction denotes both the position and direction of a Block.

A LINE WITH AN ARROW indicates that the player should continue in the direction of the arrow for the maximum distance the play allows.

ON DEFENSIVE PLAQUES:

A TRIANGLE denotes a Lineman at the line of scrimmage. This player will remain near the scrimmage line.

A SQUARE denotes a Linebacker. This player is most often responsible for containing any offensive penetration of the defensive line.

M indicates a Monster Back. This player is generally the team's most versatile linebacker. His size allows him to defend the run, but he can also help with coverage schemes.

C indicates a Corner Back. This player tends to have the best speed in the defensive backfield, and as a general rule is responsible for covering one of the wide receivers.

S indicates a Safety. This player is generally involved in the coverage scheme, and usually is responsible for keeping the last line of defense.

N indicates a Nickel Back. This player is an extra defensive back. Used in passing situations for extra coverage or for a surprise blitz.

D indicates a Dime Back. This player is a second extra defensive back used to further bolster pass coverage.

A LINE WITH AN ARROW denotes a player should move and continue in that direction.

A DOTTED LINE equals man to man coverage.

A ZIG ZAG LINE indicates a pre-hike shift.

A YELLOW OVAL at the end of a line denotes Zone coverage. As a rule, defenders in underneath zones will defend this zone, and not leave it to pursue an offensive player unless it's clear that surrounding coverage has failed and there is no one else able to cover him. Backs in deep zones are usually responsible for the first receiver to enter their zones.

YARDAGE SITUATIONS

Offensive and defensive plays are divided into Short, Medium, Long and Bomb Zone yardage situations, with many plays from each formation under each. For example, in a Short yardage situation, in a Pro Set formation, the offense can choose from at least seven different plays. Below is a brief outline of some of the characteristics of each yardage situation.

SHORT

Short yardage situations include anything from 0-15 yards.

OFFENSE

PASSING — Patterns tend to emphasize evasion and expert timing.

RUNNING — Short yardage situations call for power plays, and tend to favor the bigger men: Full backs and Halfbacks especially.

DEFENSE

PASSING — In defending against the pass in short yardage situations, linebackers and defensive backs must establish coverage close to the line while keeping the backfield covered—a tough assignment.

RUNNING — Defense is similar to that for short passing situations, but with greater emphasis on covering the line.

MEDIUM

Medium yardage situations include anything from 15-35 yards.

OFFENSE

PASSING — Passing patterns in medium situations are likely to have the receiver breaking at a point double that of Short yardage plays. Speed becomes more important.

RUNNING — Misdirection plays a greater part in the Medium yardage running game, with increasing use of trap and pull blocks.

DEFENSE

PASSING — In many Medium yardage situations, pass coverage means intense line penetration coupled with plenty of depth coverage from the defensive backs, who must still be wary of the short play.

RUNNING — Defending against the run in a medium yardage situation requires the defense to be especially watchful of the offensive line and secondary as they try to draw the defense into misreading the play and committing costly blunders.

LONG

Long yardage situations include anything from 35 - 50 yards.

OFFENSE

PASSING — Long yardage passing plays are NOT desperation plays, but soundly structured play patterns that often result in dramatic gains.

RUNNING — The Draw and the Delay are favorites for the long running game, as fooling the defense into expecting a pass becomes essential to the success of a long run play.

DEFENSE

PASSING — Getting burned on a long pass play is a defensive back's nightmare. Defending the secondary is the name of game here. It's important to get an accurate read before committing.

RUNNING — Another situation where the offense will be faking the pass in order to gain big on the ground. Defenders must be vigilant at the line.

BOMB ZONE

Bomb Zone situations include anything over 50 yards.

OFFENSE

Passing: These are the routes that QBs would love to complete each time, but when all factors are thrown in, they tend to be the toughest.

Rushing: As with the LONG plays, when the defense is expecting the long ball, a wise offense can fool the defense into leaving a lot of running room open.

DEFENSE

Passing: These are the plays that can help your defense stop that ever-deadly deep ball threat!
Rushing: As with LONG plays, these are designed to keep the threat of draw and delay plays to a minimum.

OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ Quarterback Club™ is extensive. The plays use six different offensive formations, which apply differently in Short, Medium, Long, and Bomb Zone yardage situations. The formations are as follows:

PRO SET

The Pro Set is perhaps the most popular offensive lineup in the NFL™. In this setting, a fullback and a halfback line up beside each other behind the quarterback.

FAR/ NEAR

This variation of the Pro Set has two alignments. The Far side aligns your backs on the weak side of the line, an ideal formation for misdirection runs. The Near alignment puts your backs on the strong side of the line, and is excellent for power running.

I FORMATION

In the I formation, two backs line up directly behind the quarterback. This formation is popular for running sweeps and dives.

SHOTGUN

The shotgun is a passing formation in which the quarterback is set back about five yards from the center, giving him plenty of scrambling room and time to find open receivers.

SINGLE BACK

With just a single back, an additional receiver can be put on the line, forcing the defense to spread out. This formation is useful for both runs and passes.

DOUBLE TIGHT END

This strong running formation places the center of power on the scrimmage line, and can prove a powerful alignment for a variety of play types.

DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ Quarterback Club™ '96 features six popular defensive formations, which have multiple play options in all yardage situations.

6 - 2

The 6 - 2 defense features six linemen and 2 linebackers. It is a potent defense against the run.

3 - 4

This formation features three down lineman and four linebackers and is very effective against short and medium passes, as well as the run.

4 - 3

The 4 -3 features a standard alignment of two tackles and two ends as down linemen (the four), with three linebackers. Appropriate against runs and short passes.

4 - 6

This formation often uses a monster back and is a strong run defense, as well as helping in short zone pass coverage.

NICKEL

The Nickel defense gets its name from the addition of an extra defensive back, making for five. This makes for effective pass coverage in a situation where a pass is likely. It can also be useful for disguising a blitz as a coverage play.

DIME

The Dime has backfire potential in it, as the defense opts to add yet another defensive back. Generally used when a pass is a virtual certainty, as it can leave the defense vulnerable to the run.

PENALTIES

OFFSIDES

5 yard penalty. No offensive player may cross the line of scrimmage before the ball is snapped. A defensive player must be on his side of the ball when it is snapped, and may not touch an opposing player prior to the snap.

DELAY OF GAME

5 yard penalty, plus repeat of down. The offense must hike the ball before the 40 second play clock expires.

PASS INTERFERENCE

Defensive pass interference penalty is first down at point of interference. Offensive pass interference penalty is a 10 yard penalty from the line of scrimmage. No player may interfere with a receiver before he catches the ball. This penalty can be turned off.

KICK OFF OUT OF BOUNDS: ILLEGAL PROCEDURE

If a kickoff goes out of bounds without either team touching it, the receiving team may take possession at their own 40 yard line or at the yard line where the kick went out of bounds, whichever is better for them. This penalty can be turned off.

THE NFL™ QUARTERBACK CLUB™

Troy must be considered one of the top three quarterbacks playing today... Aikman has led his Cowboys to two Super Bowl victories... he was selected for the Pro Bowl four years in a row...

COWBOYS

TROY AIKMAN

Drew threw a record 691 passes in 1994, 400 of them completions... against Minnesota, he completed 45 of 70 pass attempts, both single-game NFL™ records... Bledsoe was the number one draft pick in the nation in 1993... he led the league in total passing yards last year with 4,555...

PATRIOTS

DREW BLEDSOE

Former teammate of fellow QB Club member Randall Cunningham, Bubby now joins forces with the Jets' Boomer Esiason... in 1990, Bubby threw 20 touchdown passes for the Steelers... Brister was a fourth round draft pick for baseball's Detroit Tigers in 1981...

JETS

BUBBY BRISTER

Dave was the Giant's first round pick in the supplemental draft in '92... Brown had a tough '94, but still managed 2,536 passing yards and a 57.4 completion percentage... A New Jersey native, Dave is a lifelong Giant's fan...

GIANTS

DAVE BROWN

Randall is one of the bright lights of the NFL™, though he struggled last year... an exceptional rusher, Cunningham disarms defenses with his scrambling... Randall was the Professional Football Writers of America league MVP in 1990... he passed for 3,229 yards in 1994...

EAGLES

RANDALL CUNNINGHAM

The league's fifth all-time leading rusher among quarterbacks with 2,670 yards... John has led the Broncos to four AFC championships and three Super Bowls... Elway has spent his entire professional career with Denver, though he was a first-round pick for the Colts... from 1984-1994, Elway has amassed more victories than any other quarterback: 108 wins and just 66 losses...

BRONCOS

JOHN ELWAY

Norman Julius Esiason has enjoyed a long an impressive pro career: He took the Bengals to Super Bowl XXIII in 1988, and was named the Professional Football Writers of America and Associated Press NFL™ Most Valuable Player... 1994 was a tough year for Boomer; new teammate and fellow NFL™ Quarterback Club™ member Bubby Brister will be looking for his starting slot...

JETS

BOOMER ESIASON

Jim has continued to impress in New Orleans, setting a team record with 3,855 passing yards...he's thrown for 3,000 or more yards in six seasons, insuring Everett a place in the NFL™ history books...

SAINTS

JIM EVERETT

Brett is rarely intercepted, throwing only 14 out of 582 attempted passes—a rating of just 2.4 percent... Favre had four 300-yard games in '94... Brett had a 90.7 passes rating in '94, second only to Steve Young...

PACKERS

BRETT FAVRE

With just a half season of play last year, Jim set a Colts' single-season record with a 61.9 completion percentage... Jim was a first round pick for Chicago in '87, and remained a favorite there through 1993... Harbaugh enjoyed an 85.8 rating at Indianapolis in '94...

COLTS

JIM HARBAUGH

Jeff is as tough as they come, a fact respected by defenders... he was sixth in passing efficiency in the AFC last year... Hostetler led the Giants to victory in Super Bowl XXV...he threw for 3,334 yards in '94...

RAIDERS

JEFF HOSTETLER

This outstanding veteran QB has led the Bills to four Super Bowls... a perennial Pro-Bowl selection, Kelly has thrown for over 29,000 yards in his NFL™ career... Jim began his career in the defunct USFL, where he was named MVP in 1984...

BILLS

JIM KELLY

Dave was a first round pick for the Bengals in '92... a college phenomenon at Houston, Klingler collected fifty-one Division I passing records... a fleet quarterback, Klingler can scramble with the best of them... sidelined by an injury last year, Dave may surprise in '95...

BENGALS

DAVID KLINGLER

Bernie has thrown for 300 yards or more 9 times in his pro career... he had a 92.7 rating with Dallas in '93... holds the NFL™ post-season single-game record for most passing yards—489... a quarterback who doesn't like to miss, Kosar owns the career record for most consecutive passes without an interception (308, 1990-1991)...

DOLPHINS

BERNIE KOSAR

DOLPHINS

DAN MARINO

One of the all time greats, Dan has more than a few records to his name, including passing yards (5,084) and number of touchdown passes (48) in a single-season... the feared master of the come back, Dan has led the Dolphins to surprise come-from-behind victories many, many times... his accuracy and quick release are trademarks... Marino was good for over 4,000 passing yards in 1994 despite coming off an injury...

RAMS

CHRIS MILLER

Miller threw 16 touchdown passes last year, and enjoyed a 54.6 completion rate... a tough competitor who has been hampered by injuries, Chris has thrown for over 16,000 career yards... among the top ten in the NFC in passing efficiency in '94...

SEAHAWKS

RICK MIRER

Rick was tied with Joe Montana for lowest interception percentage in 1994... named the AFC Rookie of the Year in '93, Rick set rookie records for completions and passing yardage... along with Drew Bledsoe, he is one of the best young quarterbacks in the game...

VIKINGS

WARREN MOON

Moon first made his mark in the Canadian football sphere, leading the Edmonton Eskimos to five Gray Cups...he led the Viking to a record 5,848 yards... he led the Vikings to a record 5,848 yards... Warren has a knack for reading defenses, earning him top ten all-time yardage totals in the NFL™...

STEELERS

NEIL O'DONNELL

The word on O'Donnell is maturity matters... The Steelers have a 31-18 record in the games O'Donnell has started... he threw 370 passes last season, 212 for completions...

49ERS

STEVE YOUNG

Steve threw an incredible 6 touchdown passes in Super Bowl XXIX, a record achievement... probably the best running quarterback around...Young has won four consecutive passing championships... he's led the 49ers to the NFC Championship Game each of the last three seasons...

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